

said controller being programmed to cause said gaming indicia to be displayed by said second display unit, and

said controller being programmed to cause said light valve display unit to change between said substantially opaque configuration and said substantially transparent configuration.

2. A gaming apparatus as defined in claim 1, wherein said light valve comprises a suspended particle light valve, a liquid crystal light valve, or an electrochromic light valve.

3. A gaming apparatus as defined in claim 1, wherein said second display unit is capable of generating video images and wherein said gaming indicia comprises a video image.

4. A gaming apparatus as defined in claim 1, wherein said second display unit comprises an electromechanical display comprising:

a motor;

at least one rotatable roller operatively coupled to said motor;

a belt operatively coupled to said rotatable roller, said belt having a plurality of gaming indicia imprinted thereon; and

wherein said controller is programmed to cause said motor to rotate, thereby causing said display of said gaming indicia.

5. A gaming apparatus as defined in claim 1, said controller being programmed to initiate a bonus game, and said controller being programmed to cause said light valve to change between said substantially opaque configuration and said substantially transparent configuration during said bonus game.

6. A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

7. A gaming system as defined in claim 6, wherein said gaming apparatuses are interconnected via the Internet.

8. A slot machine, comprising:

a plurality of slot machine reels, each of said slot machine reels having a plurality of symbols thereon;

a value input device;

a display unit capable of displaying gaming indicia;

a light valve operatively mounted over said display unit, said light valve being capable of changing between a substantially opaque configuration wherein said second display unit is substantially hidden from the view of a player, and a substantially transparent configuration wherein said second display unit is revealed to the view of said player; and

a controller operatively coupled to said slot machine reels, said value input device, said display unit, and said light valve, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager on a game,

said controller being programmed to cause said slot machine reels to rotate and stop,

said controller being programmed to determine a value payout associated with an outcome of said game, and

said controller being programmed to cause said light valve display unit to change between said substantially opaque configuration and said substantially transparent configuration.

9. A slot machine as defined in claim 8, wherein said light valve comprises a suspended particle light valve, a liquid crystal light valve, or an electrochromic light valve.

10. A slot machine as defined in claim 8, wherein said display unit comprises capable of generating video images and wherein said gaming indicia is a video image.

11. A slot machine as defined in claim 8, wherein said display unit is an electromechanical display comprising:

a motor;

at least one rotatable roller operatively coupled to said motor;

a belt operatively coupled to said rotatable roller, said belt having a plurality of gaming indicia imprinted thereon; and

wherein said controller being programmed to cause said motor to rotate, thereby causing said display of said gaming indicia.

12. A slot machine as defined in claim 8, said controller being programmed to initiate a bonus game, and said controller being programmed to cause said light valve to change between said substantially opaque configuration and said substantially transparent configuration during said bonus game.

13. A gaming system comprising a plurality of slot machines as defined in claim 8, said slot machines being interconnected to form a network of slot machines.

14. A gaming system as defined in claim 13, wherein said slot machines are interconnected via the Internet.

15. A slot machine, comprising:

a plurality of slot machine reels, each of said slot machine reels having a plurality of symbols thereon;

a value input device;

gaming indicia capable of being viewed by a player of said slot machine;

a light valve operatively mounted over said gaming indicia, said light valve being capable of changing between a substantially transparent state wherein said gaming indicia are visible to said player, a semi-opaque state wherein said gaming indicia are visible to said player and wherein said gaming indicia have a changed appearance, and a substantially opaque state wherein said gaming indicia are substantially hidden from the view of said player; and

a controller operatively coupled to said slot machine reels, said value input device, and said light valve, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

said controller being programmed to cause said slot machine reels to rotate and stop, representing a game,